

A NEW BREED OF SECRET AGENT

INSTRUCTION BOOKLET

ACTIVISION.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Eye or muscle twitching Loss of awareness Altered vision Involuntary movements Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.







THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

Starting the Game	
Game Boy® Advance Controls	
Controls for Motorcycle Levels	
A Spy is Born	
Main Menu	
Gameplay	
On-Screen Display	
Motorcyle Level Display	1
Pause Menu	
Weapons	1
Power-Ups	1
Enemies	
Levels	2
Credits	2
Customer Support	
Software License Agreement	

STARTING THE GAME

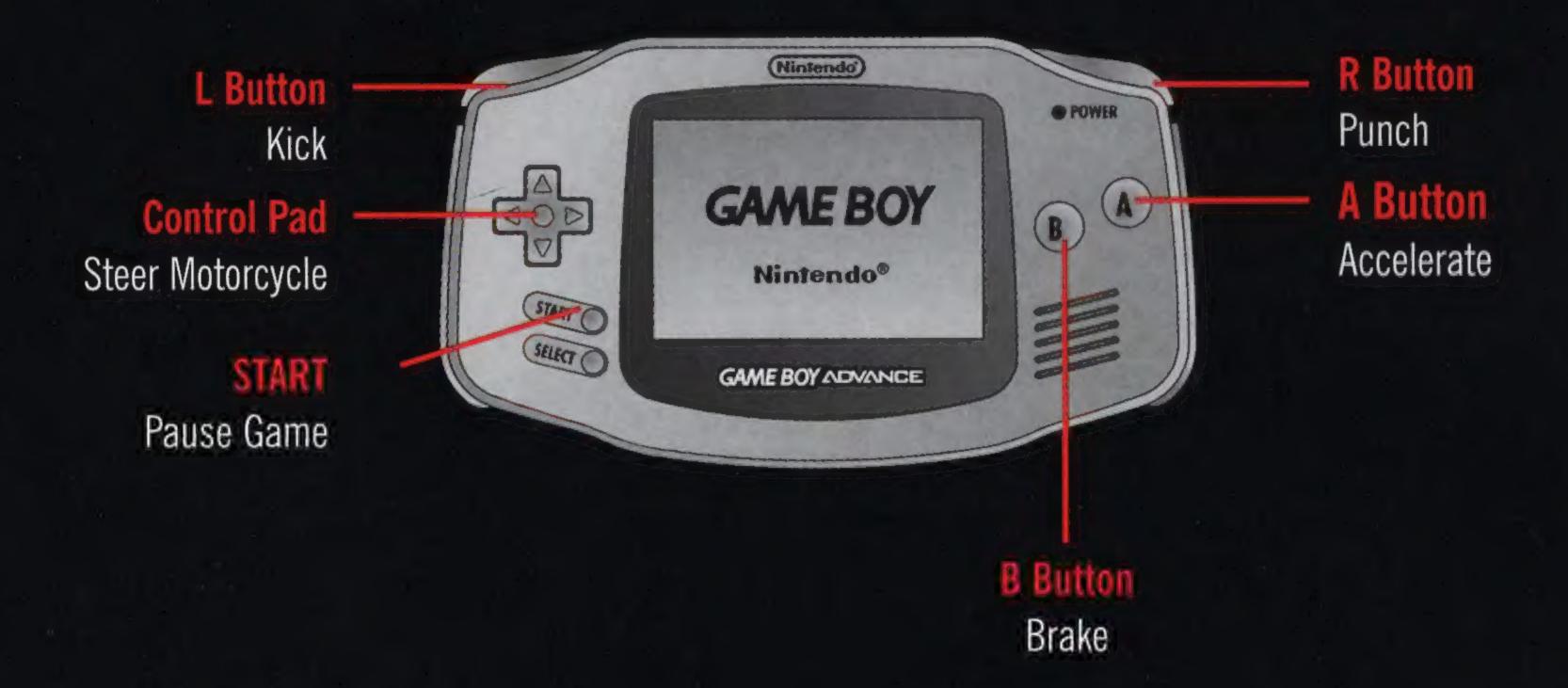
- Make sure the POWER switch is OFF.
- Insert the xXx[™] Game Pak into the Game Boy[®] Advance slot as described in your Nintendo Game Boy[®] Advance instruction manual.
- Turn the POWER switch ON.

Note: The xXx Game Pak is for the Game Boy® Advance system only.

GAME BOY® ADVANCE CONTROLS



CONTROLS FOR MOTORCYCLE LEVELS



A SPY IS BORN

As underground thrill-seeker Xander Cage "xXx," you have been recruited by the National Security Administration as their next super-agent. After completing two "tests" set up by Agent Gibbons, it has been determined that you've got what it takes to take on and take out the opposition. Your target: Anarchy 99—the deadliest crime syndicate since the mafia took over New York. They've got biological weapons and a terrorist agenda. You've got firepower and attitude. Take down Anarchy 99 and their boss Yorgi, too. Nobody said that being a hero was easy, X. Good thing. You wouldn't be here if it was...

MAIN MENU

Start New Game — Begin your first mission as super-agent xXx.

Load Game — Continue a saved game. Select a saved game to continue your adventure from the beginning of the last mission attempted.

Options — Select Options to turn the sound on or off, turn the music on or off, or view the credits.



Extras – Once you've finished the game, you can access special features here!

GAMEPLAY

At the beginning of each mission, you'll receive a briefing from Agent Gibbons or Shavers with the mission goals. Explore the environments and eliminate as many enemies as you can, but you must complete the mission goals to move forward and destroy the Anarchy 99 conspiracy.

COMBAT DRIVING

In between missions, you may need to get to a new location fast. This can be done using the high-tech, high-speed, wonder-bike provided to you by Agent Shavers! Don't let Anarchy 99 thugs get the best of you when you're riding the cycle. They'll slow you down and try to knock you out using fists, feet, or any other means at their disposal.

This is no ordinary motorcycle, though. This motorcycle is powered by a high tech fuel cell for maximum acceleration and power. But all that speed depletes fuel rapidly. If you see a fuel canister along the road, drive over it to replenish the cycle's power or you won't make it to the next mission area.

ON-SCREEN DISPLAY



Ammo Remaining — This meter gives you a clear indication of how much ammo is remaining for your current weapon. Watch this level closely! You don't want to run out of ammo in the middle of a firefight, X.

Health — The health bar is on-screen at all times during gameplay. You only have one life, and if you run out of health, the game will end. If this happens, you are given the option to retry the current level from the beginning. You can replenish your health by using First Aid kits found throughout each level.

Mission Status Indicator — A white envelope in the center of your HUD blinks when you have completed a critical mission objective or when you receive new orders. Press START to access the Pause Menu to see what you need to do next.

Selected Weapon — Pressing SELECT allows you to scroll through your currently available weapons. This indicator will let you know which one you have selected. You will find more and more powerful weapons as you progress through the game, so be sure to search in every corner to find the ammo and firepower you need.

Grenade Counter - Let's you know when you pick up, or let go of, frag grenades.

Clips Remaining — Extra clips of ammo for the currently selected weapon are displayed here.

MOTORCYCLE LEVEL DISPLAY



Damage Indicator — This display lets you know how much damage your bike can take before it is destroyed.

Timer - Keeps track of how long it takes you to get to your destination.

Distance Remaining — You will reach your destination when the bar is full.

Speedometer - See how fast you're going!

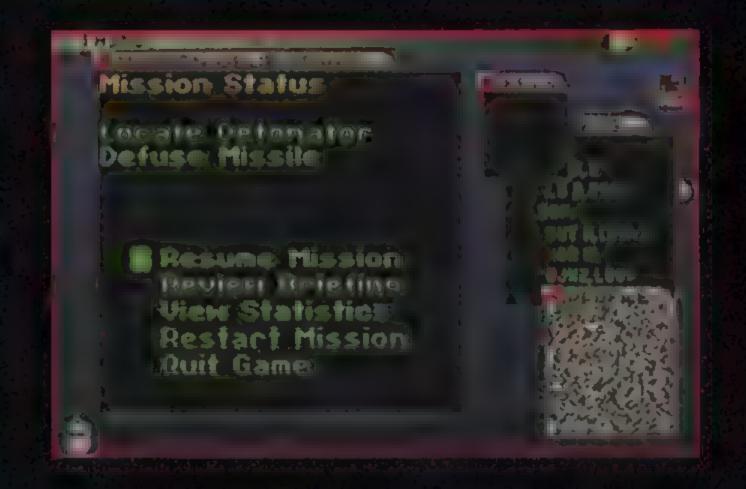
Fuel Indicator — If you run out of fuel, you'll never make it to your destination! Watch for fuel pickups in the road to avoid running out of energy.

PAUSE MENU

Press START to pause the game and access the Pause Menu. From here you can access all of the functions of your hand-held system.

Resume Mission — Selecting this will return you to the game and exit the Pause Menu.

Review Briefing — Use this option to check your mission objectives.



View Statistics — Your hand-held system keeps track of useful information regarding the number of enemies eliminated and the percentage of shots that connect with the enemy.

Restart Mission — Return to the game and start the current mission from the beginning.

Quit Game — Exit to the Main Menu. Your game will be saved from the end of the last mission you completed.

WEAPONS



CHROME DART HANDGUN

This is the standard issue sidearm for NSA agents. You'll have an unlimited number of darts to fire at the enemy, but it may require more than one shot to take them down.



SUPER DARTS

These aren't your average, every day chrome darts. Shavers has upgraded the standard projectile to one with a little more "punch." All that power comes at a price, though. No free ammo here. Pick up ammo clips along the way to stay fully loaded.



EXPLODING DARTS

Hit your target and they'll have just a few seconds to realize they're in serious trouble. These darts are basically a smaller cousin of the ever-popular grenade. Fire at will, and watch the explosion.



AK-47

This high-powered assault rifle fires large bullets at an extreme velocity. Not many enemies can stand up to this kind of firepower. But you'll need to watch out for ammo clips, as this gun is not "approved for use" by your superiors.



SAWED-DEF SHOTGUN

Possibly the most powerful weapon available for close range combat. It doesn't have the range of the AK-47, but is sure has the attitude. You may want to use this weapon sparingly so you have more ammo to use for the tough enemies later in the game.



GRENADES

A standard weapon that no super-spy should be without. The grenade is quite handy when groups of enemies appear. Use them carefully, as you only get five for each pick-up you find.

POWER-UPS



KEY5

If you see a key, a pass card, or anything that will open a door, grab it. You never know where you might need to go or how you'll have to get there.



FIRST AID KIT

Enemy snipers got you down? If your health is running low, a First Aid kit is just the thing to make your day brighter. Each First Aid kit will replenish one third of your life, but be forewarned—they won't bring you back to life.



AMMO

All weapons need ammo. You've got enough basic darts to get you through a three-year war, but you'll have to find ammo for every other weapon you use. Grab it just in case. You can carry three clips in addition to the ammo in your gun.



FUEL

Find these cannisters along the road to keep your high-tech fuel cell motorcycle running.

ENEMIES



ROBOTIC SENTRY

They may look like ordinary dogs, but don't try to pet them or you may end up missing a limb! These robotic sentries are trained to eliminate all intruders faster than you can say "Nice doggie!"



PONYTAIL COMMANDO

This thug looks as though he belongs in the local bistro, but he's packing a pistol, so watch your back.



PISTOLEER

What's worse than a thug with a handgun pointed straight at your back? How about a thug with TWO guns pointed at your back? Take him down fast or he'll get you first...



CRAZY FIRE BREATHING EXTREME GUY

He spits fire. He's crazy. The name says it all.



ANARCHY 99 DPERATOR

The Anarchy 99 team must've raided the local police storage shed. The Operators have full riot gear with shields that deflect all but the strongest weapons. Use timing to defeat these crack troops.



ANARCHY 99 SOLDIER

The backbone of the Anarchy 99 army, the soldiers do all the grunt work. Especially if it involves shooting anything in sight.



ASSASSIN

Compact, fast, and extremely deadly, these assassins were trained by the Red Army. Now they work for Yorgi and they're out for your blood.



CORRUPT SECRET POLICE AGENT

He's got the training and the experience to give you a very hard time. Then again, X is used to law enforcement tracking his every move, so they should make you feel right at home.



SNIPER

An eagle eye and a steady hand allows the sniper to take pot-shots at your head. But if they're really so tough, why do they feel the need to keep their distance?



ANARCHY 99 COLONEL

The leaders always save the best weapons for themselves. And the best armor. Save your heavy firepower for this guy.



YORGI

He's tough. He's nuts. And he's got a lot of firepower behind him. But if you made it this far, you may just have what it takes to finish off Anarchy 99 for good!

LEVELS

OLD TOWN PRAGUE

This is it, X! Your first official mission. Don't mess it up. Anarchy 99 has left an ugly surprise in the clock tower. Find the key to enter their secret storage area and then find the missile. If it's not disabled, there are going to be a lot of unhappy dead people around.





PRAGUE SUBWAY

It looks like Anarchy 99 is up to something big. We've located chemical munitions hidden around the city. That can't be good. Find and disable the missile hidden in the subway to cripple this part of their sinister plot.

ROAD TO SEDLEC

The new fuel-cell bike needs a test drive. However, this test drive could require more than just good driving skills. Watch out for the enemy operatives that Yorgi has sent to slow you down. Oh, and watch out for all those obstacles in the road, too...





SEDLEC OSSUARY

This is a creepy maze of catacombs built to house the dead. But Anarchy 99 has no respect. They've altered a sacred place for evil purposes. Find the missile they've hidden here and disarm it. Maybe by then, we'll have some more intelligence on Yorgi's next move.

KUTNA HURA MINES

We found four more missiles hidden in the mines outside of Sedlec. You know the drill by now. Find the keys that will allow you access to the secret storage areas in the mines and disarm those missiles before Anarchy 99 can unleash them on the world.





BRNO EXPRESSWAY

You've got to get to Brno, but the road can be treacherous. Especially with criminals populating every square inch of the road ahead... Time to earn your pay, xXx.

BACKSIDE OF BRND

The good news is there are no missiles in this part of the city. The bad news—they've stashed 10 canisters of plutonium here! Find all of the canisters before Yorgi gets any more ideas for world domination.





BRNO STEAM TUNNELS

There's an entire cache of chemical missiles down here somewhere. Enough to start World War III a few times over. Blow up the missiles and then find a deadly precursor chemical virus that's ready to be loaded onto Yorgi's submarine.

ROAD TO PRAGUE

You've gotta get back to Prague! Fast! Get on that bike and get moving! Look out, Yorgi will do everything he can to keep you from getting back into town.





PRAGUE SPORTS ARENA

Anarchy 99 plans to blow up the sports arena! Find the detonator and eliminate the colonel that holds it. Watch out X, this guy is one of Yorgi's top operatives. He won't be so easy to eliminate.

PRAGUE TV TOWER

The mastermind behind Anarchy 99 is sitting on a stockpile of terrorist munitions! The TV tower is wired to explode and has extensive security. Find the defensive turret controls to make it past Yorgi's deadly turrets, then take down the head of Anarchy 99 to save the world!



CREDITS

DIGITAL ECLIPSE SOFTWARE, INC.

Programming.

Mark Fitt

Alex Amsel

Lead Artist

Dean Lee

Artists.

Arvin Bautista Stoo Cambridge Kevin James

Antony Mazzotta

Andy Noble

Kostandin Igor Ruiz

Music

Anthony Putson

Sound FX

Alister Brimble

Level Design

Dave McMullan

Producer

Michael Bilodeau

Production Manager

Chris Charla

Creative Director

Mike Mika

Art Director

Boyd Burggrabe

Executive Producers

Andrew Ayre

Jeff Vavasour

Sound Driver used:

Engine Software

Special Thanks

God

Everyone's Mom and Dad

-No dogs were harmed during the creation of this videogame.

THE FIRM

VP Licensing

Shab Azma

Pres. Branded Entertainment

David Schulte

V.P. of Business and Legal Affairs

Ron Milkes

Attorney

Elaine Sir

REVOLUTION

Jeff Small Rona Cosgrove

ACTIVISION DEVELOPMENT TEAM

Associate Producer

Blaine Christine

Producar

Brian Clarke

Executive Producer

Chris Archer

V.P., North American Studios.

Murali Tegulapalle

Exec. V.P. Worldwide Studios

Larry Goldberg

ASSURANCE

Project Lead

Bruce Campbell

Senior Project Lead

Ben DeGuzman

Manager, Console Testing

Joe Favazza

Test Team

Jonas Anderson

Jeff Grant Kevin Kochakji Aaron Camacho

Kim Marlis

CUSTOMER

C.S. Manager

Bob McPherson

C.S. Leads

Rob Lim Gary Bolduc

Mike Hill

MARKETING AND PR

Associate Brand Manager

Byron Beede

Brand Manager

Rachel Silverstein

V.P., Global Brand Management

Will Kassoy

Public Relations

Michelle Nino Mike Mantarro

BUSINESS AFFAIRS Senior Counsel

Phil Terzian

CREATIVE SERVICES

VR, Creative Services

Denise Walsh

Mgr., Creative Services

Jill Barry

Packaging and Manual

Ignited Minds, LLC

ACTIVISION SPECIAL THANKS

MOM

DAD

Jessica H. Christine

Shawn Capistrano

Stacy Sooter

Matt Geyer

Peter "Speedy" Muravez

Brian "Photonic" Pass

Joe "Huggles" Shackelford

Jay "Karaoke King" Gordon

Gene Bahng

Steve Rosenthal

Jessica Naus

Jennifer Vitiello

Nadine Theuzillot

Marilena Rixford

Jim Summers

Jason Wong

Tim Vanlaw

Sam Nouriani

Jeremy Gage

Ed Clune

Indra Gunawan

Marco Scataglini

Todd Komesu

Willie Bolton

Chad Siedhoff

Nicholas Favazza

George Rose

Michael Larson

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION"). LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect.

Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

